

- Information Management
  - Situation Analysis
- Collaboration
  - Shared Workspaces
- Communicator
  - Dialog

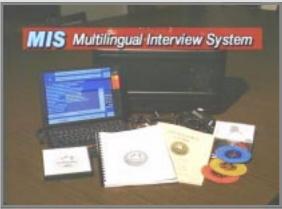
Information Management

Allen Sears



## Human Language Systems (HLS) Accomplishment: Translingual Communication















## **Bosnian One Way**

### **Dragon Systems collaboration...using Dragon Dictate**

- 60,000 words and 8,000 phrases
- Phrases as words
- Final recognition rate near 94% using 10 minute adaptation

#### **Extensive Field Tests**

- Iterative testing with users at Ft. Bragg Military Intelligence Brigade
- Five units deployed to Bosnia in May 1997

### Consequent Redesign Per Operator Feedback

- Hand-held unit emphasis
- Redeployed in November 1997 with PsyOps and Military Intelligence



## What is Jupiter?

# A telephone-only conversational interface for weather info Based on the GALAXY client-server architecture Human language technologies are utilized in different ways

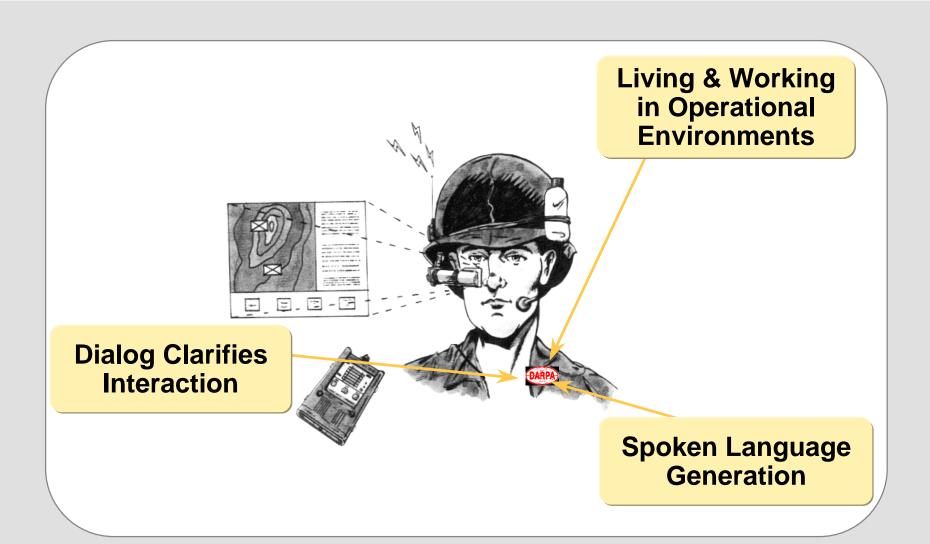
- Interface: Understand input queries and deliver verbal responses
- Content: Understand weather forecasts and construct a relational database to facilitate flexible access

#### **Interesting research issues:**

- Displayless Interaction: Audio-only information access and delivery
- Virtual Browsing: Enable user access of Web information w/o a PC
- Information on Demand: Deliver only the information the user wants
- Multilinguality: Both for interface and content
- Robust Speech Recognition/Understanding: Over the phone; rejection



# Where Do We Go Speak Next?





# What is Communicator? What Do We Do With IT?

Hands free, networked, mobile interaction: access, create, and distribute information

### **Complex Travel Scenario**

With-out keyboard or human assistance make and confirm travel, car, and hotel reservation for a two city three meeting trip

### **Project Warrior**

▼ In a combat environment the warrior will interact with information and the network to better project power and improve survivability

### **Project Command Center**

For a Commander and Staff: apply Communicator technology to significantly reduce the crisis response time



# **New Technology:** Dialog Interaction

# Conversation Segmentation

W: I need an early flight to send new computers to Bosnia

C: Where [from]?

W: [from] Washington DC

C: OK, there's a Tuesday evening flight out of Andrews arriving 8:38 AM on Wednesday in Frankfurt Germany

Context

Tracking

W: No, I prefer [a flight from Andrews into] Reimstein

Germany.

Clarification C:

C: How about MAC Flight #1296 arriving Reimstein at

10:45AM on Wednesday?

W: Is that a C-141 aircraft?

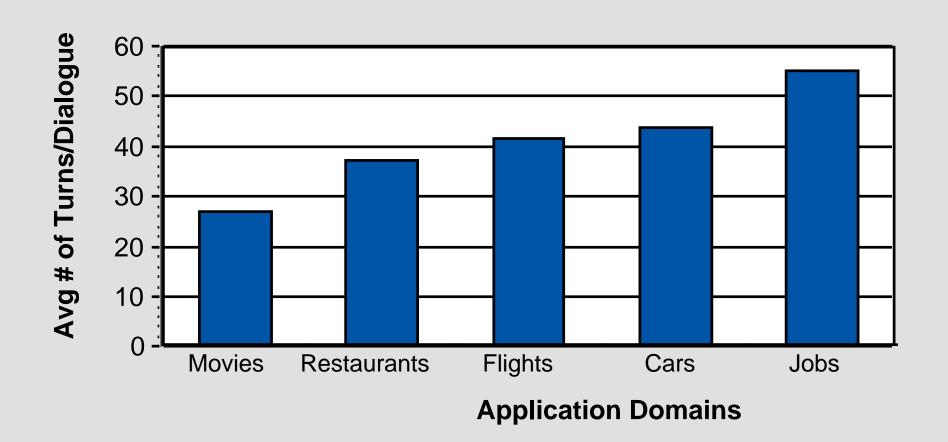
C: No, it's a C-5.

W; OK, arrange for transportation on that flight

Confirmation

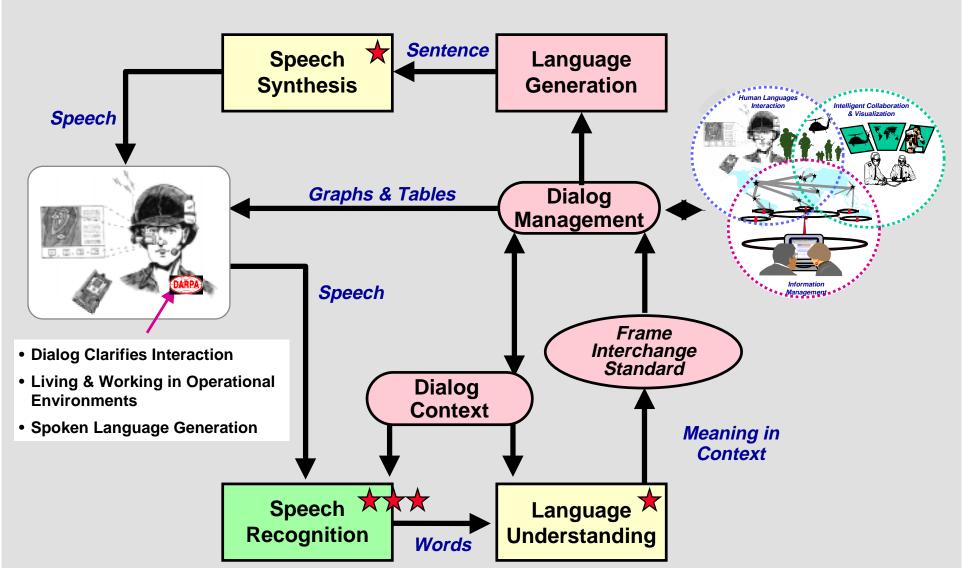


# Relationship Between Domains and Dialog Complexity



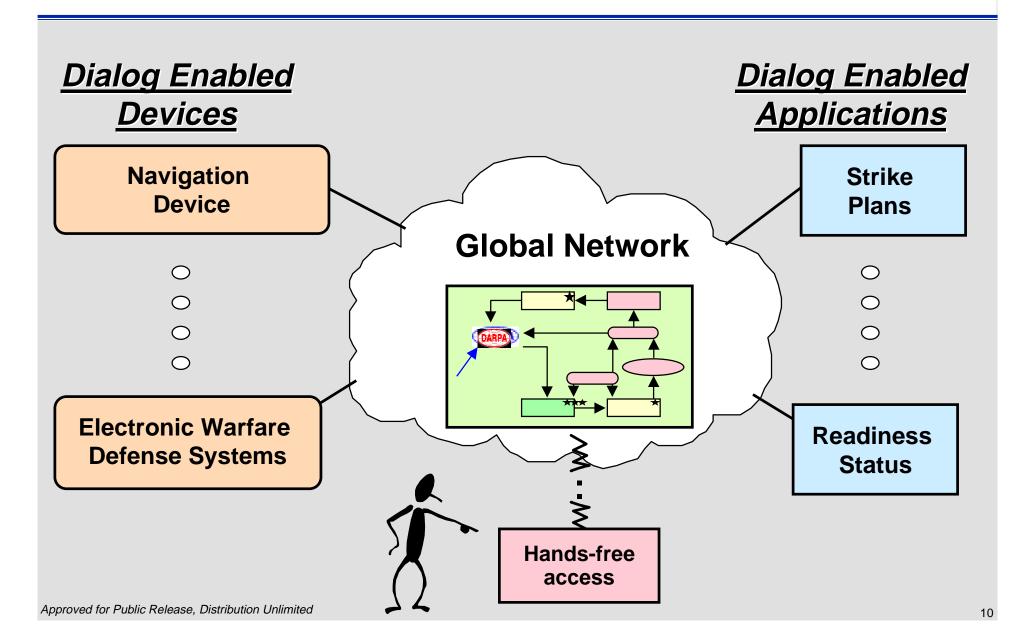


# Dialog Architecture with Feedback: Changing the Way Warriors Interact With Computers



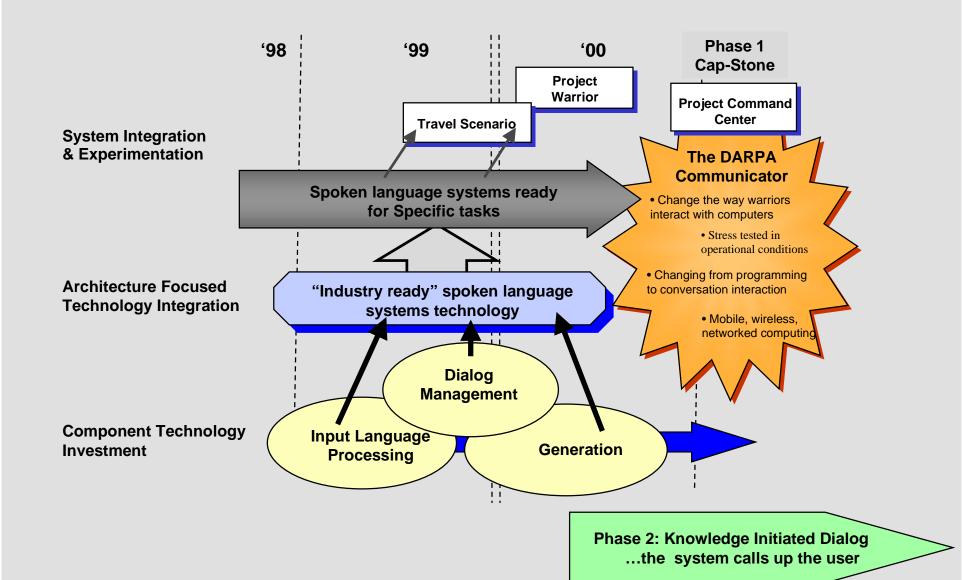


# Network-based Communicator Architecture



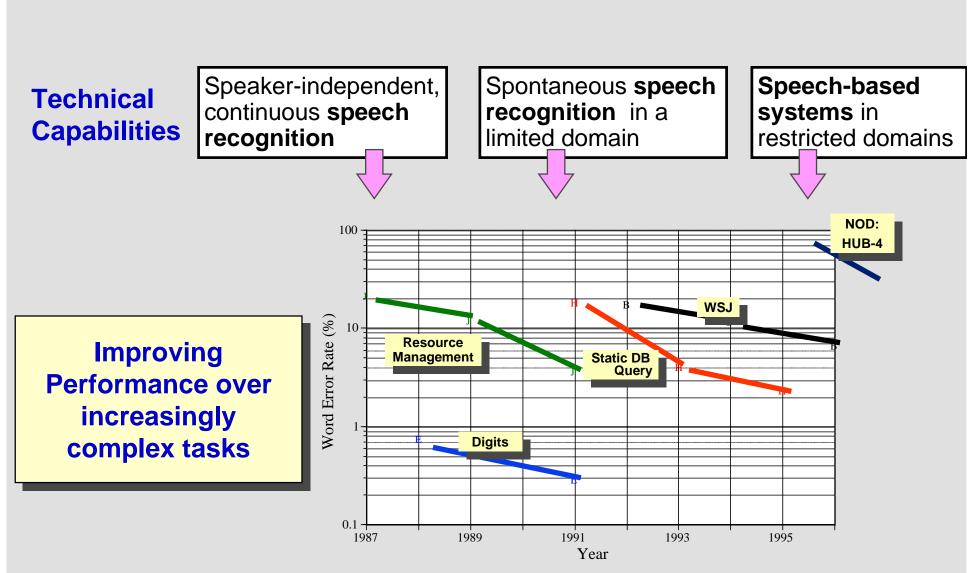


### **Road Map**



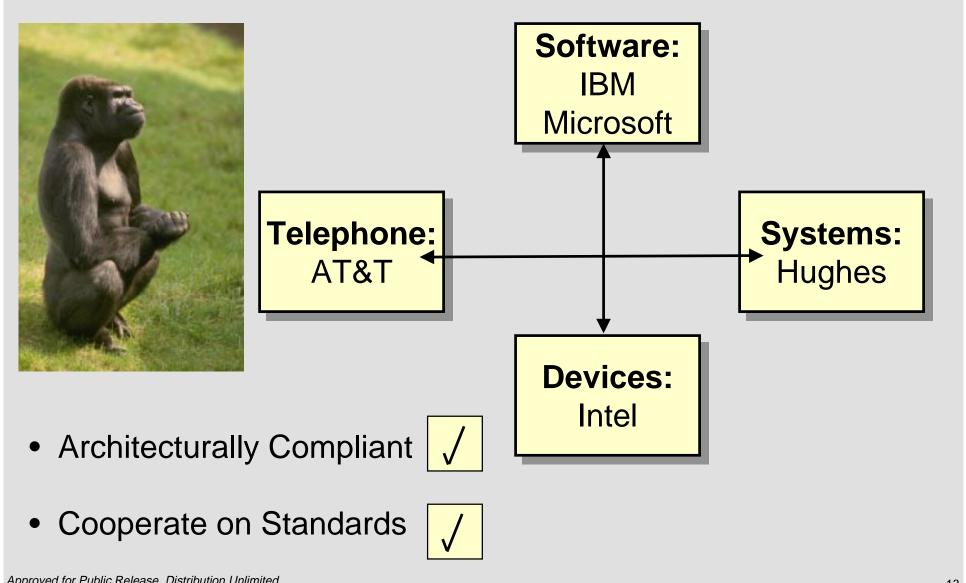


### **Metrics Based Evaluation**





# 800# Gorilla Approach to Standards





## **Cap-stone: Project Warrior**

- June 2000...Warfighter in the urban environment:
- Project focused primarily on adapting plans and tactics with warriors operating in small teams. Demonstrate "hand-free" ability to access, create, and distribute information.
- Application Pull: Marines (ETO's LCS Marine); Navy (Fleet Battle Experiments)
- Working with Smart Modules (ETO), CPOF (ISO), GloMo (ITO)

### Di

#### **Dialog Enhanced Systems:**

- LCS Marine: Information access; Navigation, Smart Forms
- Theater Missile Defense and Call for Fire (push and pull targeting information)
- Database interaction e.g. landmine database: location and status
- Transportation and logistics order status



#### **Dialog Enhanced Devices:**

- Humvee interaction (Navigation, Sensors, Weapon, Status of troops, etc)
- Intelligent Command Center